

Fun

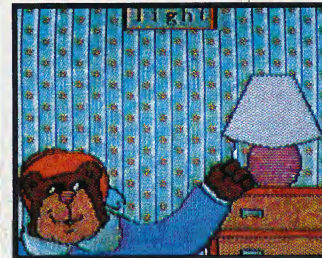
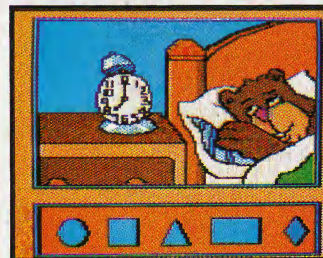
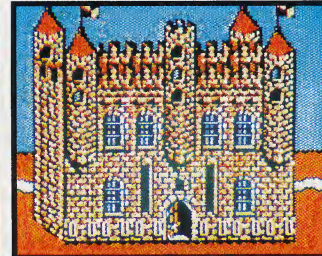
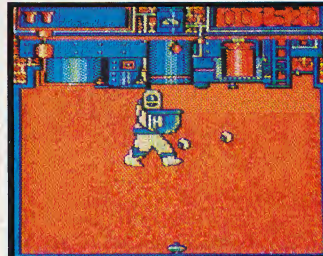
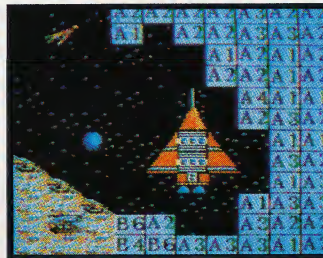
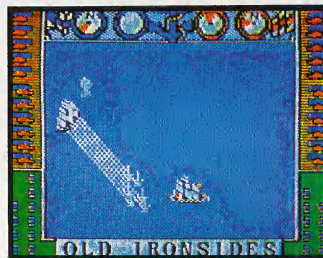
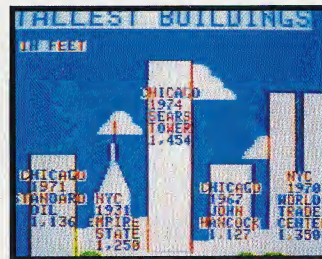
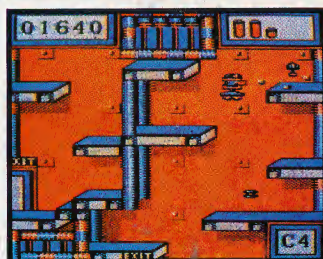
And

Learning

From

Weekly Reader Family Software

A Division of Xerox Education Publications



WELCOME

**to the bouncing,
bopping, crashing,
smashing, jousting,
joyous world of**

Weekly Reader Family Software.

For more than 80 years, our company has made learning a joy for American boys and girls. Today, *Weekly Reader* brings its unique blend of education and excitement to software for the entire family. Software that teaches valuable school skills. And software just for the fun of it! Enjoy!

Apple®: For the Apple II, II + with 48K and DOS 3.3; Apple IIe; and Apple IIc.

Atari®: For any Atari computer with 48K and disk drive.

Commodore 64®: With disk drive.

Programs developed by Optimum Resource, Inc.

Stickybear™ ABC, Stickybear Numbers, Stickybear Basketball, Stickybear Opposites, Stickybear Shapes, Chivalry™ – By Richard Hefter and Janie and Steve Worthington. *Stickybear™ ABC* also by Spencer Howe.

Stickybear BOP, Old Ironsides® – By Richard Hefter and Jack Rice.

Fat City™ and Run For It™ – By Richard Hefter and Steve Worthington.

Beach Landing™ – By Richard Hefter and Susan Dubicki.

Pic. Builder™ – By Richard Hefter, Steve Worthington and John Magdziarz.

Program developed by Technical Education Research Center.

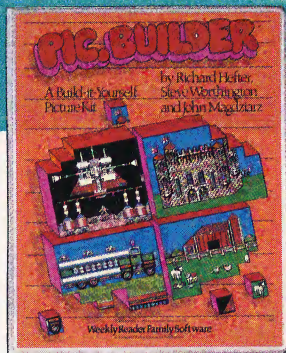
Exploring Tables and Graphs Levels 1 and 2 – By Steve Bannasch.

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Stickybear, Old Ironsides, Fat City, Chivalry, Pic. Builder, Beach Landing and Run For It are registered trademarks of Optimum Resource, Inc.

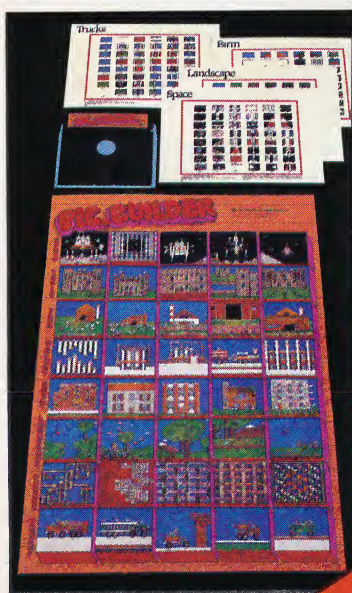


Educational Fun



Pic. Builder

A picture-building kit that lets your imagination run wild—and builds important computer skills, too!



See how creative you can be with this totally unique picture-building program. You build color pictures with blocks, one block at a time—like a construction set.

You place your picture blocks side by side above and below, or diagonally to create pictures of outer space, castles, trains, farm animals and much more. We've stored 40 build-by-number pictures on the disk to get you started. Or, you can be *really* creative and invent your own pictures. Since the possibilities are endless...you've got a program that never grows stale. You can even save your pictures and print them. *Advanced users* can use this program in conjunction with other graphic utilities

to create designs and pictures.

In addition to lots of fun with fantastic graphics, this program is perfect for developing computer practices and concept skills.

Look what you get:

- 5 1/4" floppy diskette • Full-color poster (shows all 40 pictures) • 5 full-color cards (with 8 separate palettes of 48 building blocks each) • User's guide • Vinyl Binder

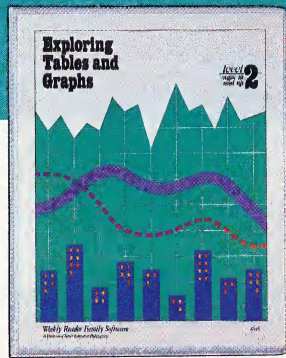
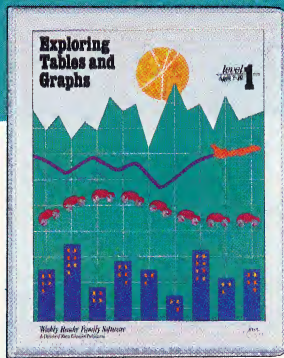
For ages 8 to 16

Apple 9602

Atari 0249

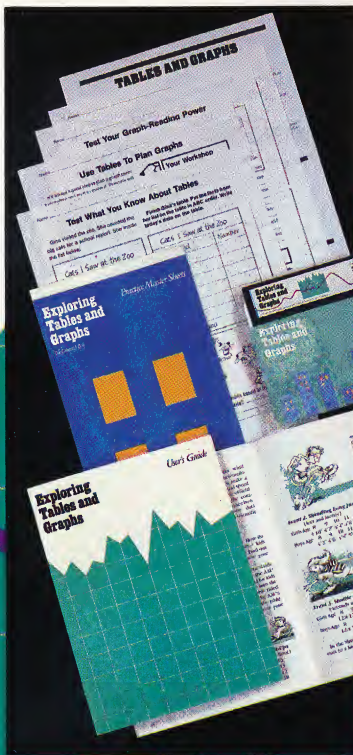
Commodore 64 3221





Exploring Tables and Graphs

Chart some computer learning for your child!



In this age of data and statistics, the ability to create and decipher tables and graphs has become an essential skill for youngsters. Now the publishers of *Weekly Reader* have turned their best-selling classroom skills program into software for home and school learning.

Exploring Tables and Graphs software is an opportunity for your child to master a vital skill—and have a lot of fun doing it!

This easy-to-use software gets kids to make their own fascinating tables and graphs and play games as they learn about picture, bar, pie and line graphs and how they reveal information. Many examples—on animals, football stars, satellites and

more—illustrate how data is used to make various kinds of graphs.

So watch the fun as your child and friends make a table based on favorite ice cream flavors! Or create a graph based on the weather! A special *User's Guide* even includes preprinted Take Along Table sheets to help kids make their surveys. Practice sheets test kids on their tables and graphs knowledge.

Look what you get:

- 5 1/4" double-sided floppy diskette • 32-page User's Guide with extra activities • 12 practice sheets • Vinyl Binder

Level 1: ages 7-10.

Level 2: ages 10 and up.

Level 1 Apple 8533

Level 2 Apple 8542

Early Learning

The Bear Essentials

"The authors of the Stickybear programs have taken a simple idea—letter and number recognition through computer keystrokes—and turned it into a graphic masterpiece."

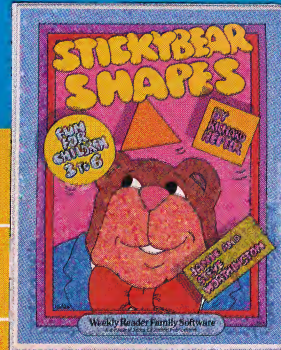
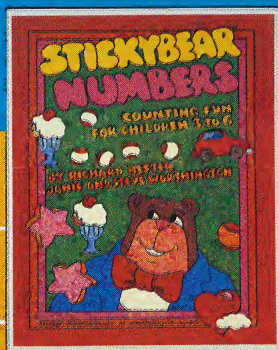
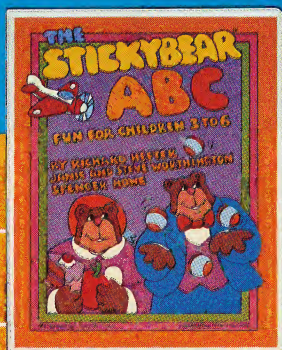
—Electronic Learning

Give preschoolers a head start in basic school skills with four total learning programs.

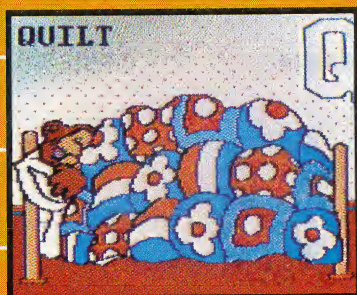
Here's a fresh, exciting way to treat 3- to 6-year-olds to a wonderland of learning...a fun approach that helps them discover the important concepts they need in school—ABC's, Numbers, Shapes and Opposites. At the same time, the programs help children become at ease with computers and build a sense of exploration and discovery.

These four delightful programs are chock-full of Stickybears, plus dozens of other charming critters, ice-cream colors, music and the most advanced animation ever—all created by famed children's author, Richard Hefter.





Award Winner!
**Stickybear
ABC**



Beautifully animated pictures help children learn their ABC's and become familiar with computers. Two full-screen, full-color pictures with sound represent each letter in the alphabet.

Besides helping boys and girls become familiar with computers, *Stickybear ABC* teaches younger children to recognize and name the letters. Older children begin to recognize words on sight.

Look what you get:

- 5 $\frac{1}{4}$ " floppy diskette • Full-color ABC Poster • 32-page hardcover Look Book
- User's Guide • Stickybear stickers • Vinyl Binder

Apple 8510
Atari 0837

*Best Software of the Year—
Learning Magazine Parents'
Choice Award*

—Parents' Choice

Award Winner!
**Stickybear
Numbers**

Colorful groups of big moving objects—trucks, ducks, planes and more—teach numbers and counting to kids from 3- to 6-years-old.

More than 100 possible picture combinations reinforce number recognition and pave the way for success with arithmetic in school. *Stickybear Numbers'* high-resolution graphics, animated objects and sounds provide endless fascination—and give youngsters important hands-on experience with computers at an early age!

Look what you get:

- 5 $\frac{1}{4}$ " floppy diskette
- Full-color Numbers Poster
- 32-page hardcover book, *One Bear Two Bears* • User's Guide • Stickybear stickers • Vinyl Binder

Apple 8517
Atari 0298
Commodore 64 3206

Best Software of the Year
—Learning Magazine
"Graphics, sound, color and content all earn these programs (ABC, Numbers) a 5 star rating."
—Electronic Learning

**Stickybear
Shapes**

Three delightful, full-color games help 3- to 6-year-olds identify circles, squares, triangles, rectangles and diamonds. When the youngster makes a correct choice, a big, bright picture comes alive with colorful animation! Even older children who have already learned these shapes will enjoy experimenting with *Stickybear Shapes*!

A special book and poster that accompany the disk provide additional activities for building shapes recognition, an essential school skill.

Look what you get:

- 5 $\frac{1}{4}$ " floppy diskette
- Full-color Shapes Poster
- 32-page hardcover Shapes book • Stickybear stickers • User's Guide • Vinyl Binder

Apple 8561
Atari 0284
Commodore 64 3207

An Apple IIc featured product—works with the mouse. "Cleverly animated, pleasingly scored, and child appropriate."

—Softalk



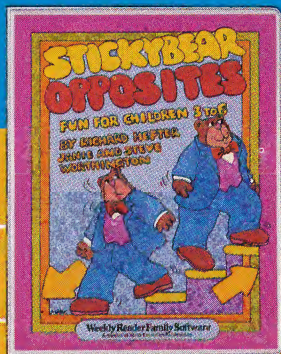
"This is the finest preschool graphics in software I've ever seen. The kids never wanted to stop."

—Dr. Nancy Kelly, Independent Software Evaluator, Professional Educator.

Stickybear Numbers



Early Learning

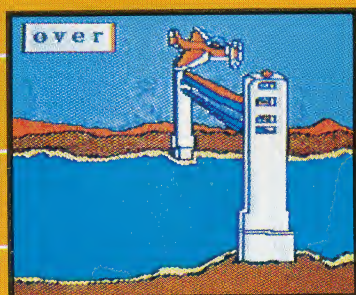


Stickybear Shapes

Stickybear Opposites

Award Winner! Stickybear Opposites

Stickybear floats across the screen on unicycles, in cars, on hot air balloons and other delightful vehicles to teach beginners about opposites and build reasoning skills.



Such concepts as up/down, full/empty, in front/behind and more soon become crystal clear as Stickybear does his stuff with fun activities and eye-popping animation. A colorful book and a poster provide additional opposites for 3- to 6-year-olds to learn.

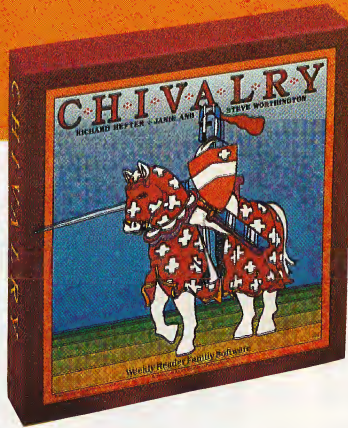
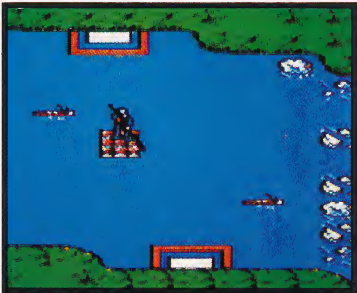
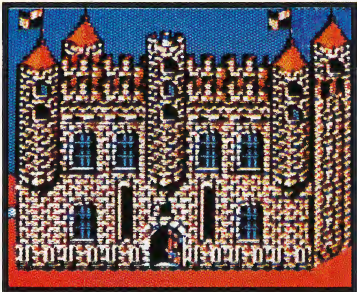
Look what you get:

- 5 1/4" floppy diskette
- Full-color *Opposites* Poster
- 32-page hardcover *Yes and No* book • User's Guide • Stickybear stickers • Vinyl Binder

Apple 8566
Atari 0746
Commodore 64 3219

Outstanding Software Award—
Preschool Education
—Creative Computing





Chivalry

Just when all computer games have started to seem the same, here's a thrilling new twist—software matched up with an exciting board game!

There's nothing else like *Chivalry*! Every step on the big colorful gameboard, and the action-packed on-screen adventures that result, depend on your skill and luck...and your opponents!

Beware! You'll be confronted with challenges requiring the skills of a master gamesplayer as you battle against such formidable scoundrels as thieves, witches, trolls and dragons—in 20 breathtaking arcade-style computer games.

Families love playing this game over and over! No two games are alike as you strive against all odds to rescue the king from the evil black knight.

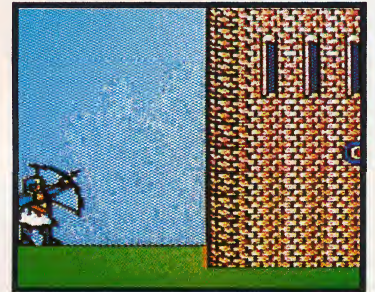
Young people delight in the humor, playability and colorful, fully-animated pictures. And

grown-ups are challenged by the expert skills and wily strategy required to become a master *Chivalry* player. Designed for 1 to 4 players. Use keyboard or paddle.

Look what you get:

- 5 1/4" floppy diskette
- Colorful Gameboard • Playing pieces • User's Guide
- Full-color poster • Storage case

Apple 8590



"...rich in color and detail...a true computer-assisted board-game...it's as much fun for grown-ups as for kids"

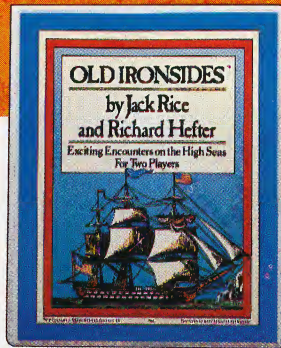
—Softalk



"a splendid game"

—InCider





Old Ironsides

All hands on deck for a swashbuckling adventure with America's most famous warship!

Maneuver your sailing vessel and outwit your opponent in this thrilling 2-player naval battle.

Your warship is ready—masts, compasses, cannons, broadsides and powder magazines.

But you've got more than your opponent to contend with! Hiding in the fog by drifting off the screen can snarl even the best tactics!

This is a strategy game of skill and daring unmatched in any other microcomputer game!

Use keyboard or paddles to play. Plus...the special Freeze Frame feature stops and starts the action at any point. It's perfect for everyone—the controls are simple, but the strategy and tactics at your fingertips are truly awesome!

Look what you get:

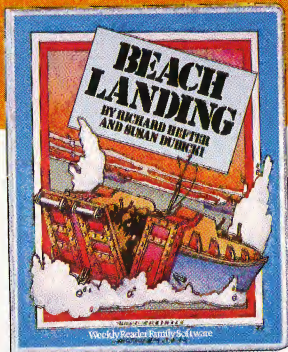
- 5 1/4" floppy diskette • 32-page log book for recording wins and losses
- Full-color *Old Ironsides* poster • User's Guide
- Vinyl Binder

Apple 8523

Certificate of Merit—Electronic Fun with Computers and Games. "Old Ironsides is a game that challenges, entertains, and dazzles."

—InCider





Beach Landing

Spine-tingling strategy
arcade game inspired
by D-day

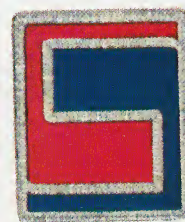
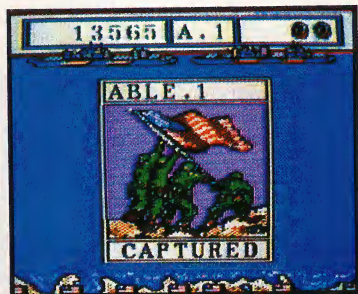
Beach Landing offers the thrill of combat as landing ships hit the shell-wracked beach...dodge withering enemy fire...and unload our fighting men so they can plant Old Glory on the embattled shore! But beware Yank! One error in strategy and the battle is lost!

Look for great features that make the fierce invasion even more exciting! Like a magnified view of the battle zone that pinpoints detail...real strategy...arcade action...and more!

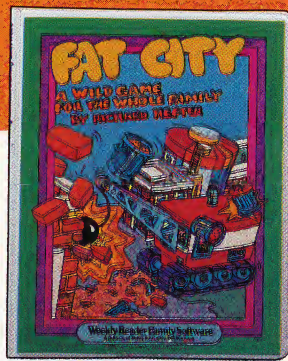
Look what you get:

• 5¼" floppy diskette • Full-color *Badges of Courage* poster • User's Guide with famous beach landings story • Vinyl Binder

Apple 8580
Atari 0266



Family Games



Fat City



You run a crane for the Fat City Wrecking Co. Your job: knock down deserted buildings in 10 cities. But beware! The old buildings are occupied by a bunch of nasty rats. And they're going to bombard you with cans, tomatoes and rocks as you slam your wrecking ball into their crumbling homes.

Can you batter the buildings before running out of fuel? Can you rub out the rampaging rodents? Fat City is a game everyone in your family is going to love. Says *Softalk*: "A great deal of thought went into its development as its excellent playability attests. The game incorporates superb graphics and strategy, fun and a new idea. The combination could well prove addicting."

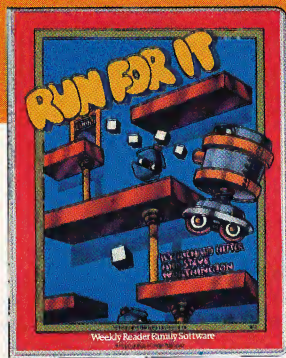
Look what you get:

- 5 $\frac{1}{4}$ " floppy diskette
- Full-color poster • "Fat City" Stickers • User's Guide • Vinyl Binder

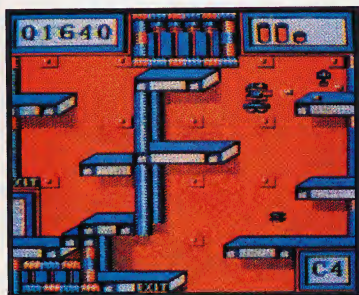
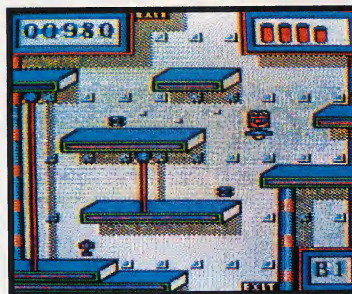
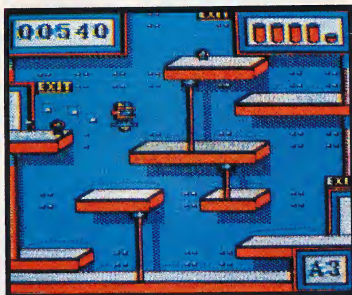
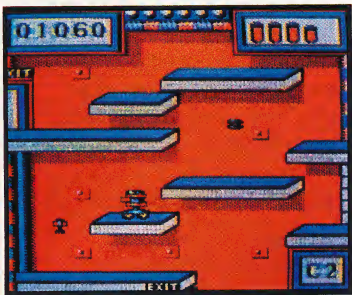
Apple 8575
Atari 0835

"...Can present a challenge and hold your interest over a long period. We know you will be playing it for some time to come."
— Call Apple





Run For It



Can you help ORBIT the Robot flee from room to room in his daring, thrill-a-second effort to escape the bad guys? With *Run For It*'s amazing 3-D effect, you'll want to step right inside the screen to make sure ORBIT reaches the finish of his dangerous journey!

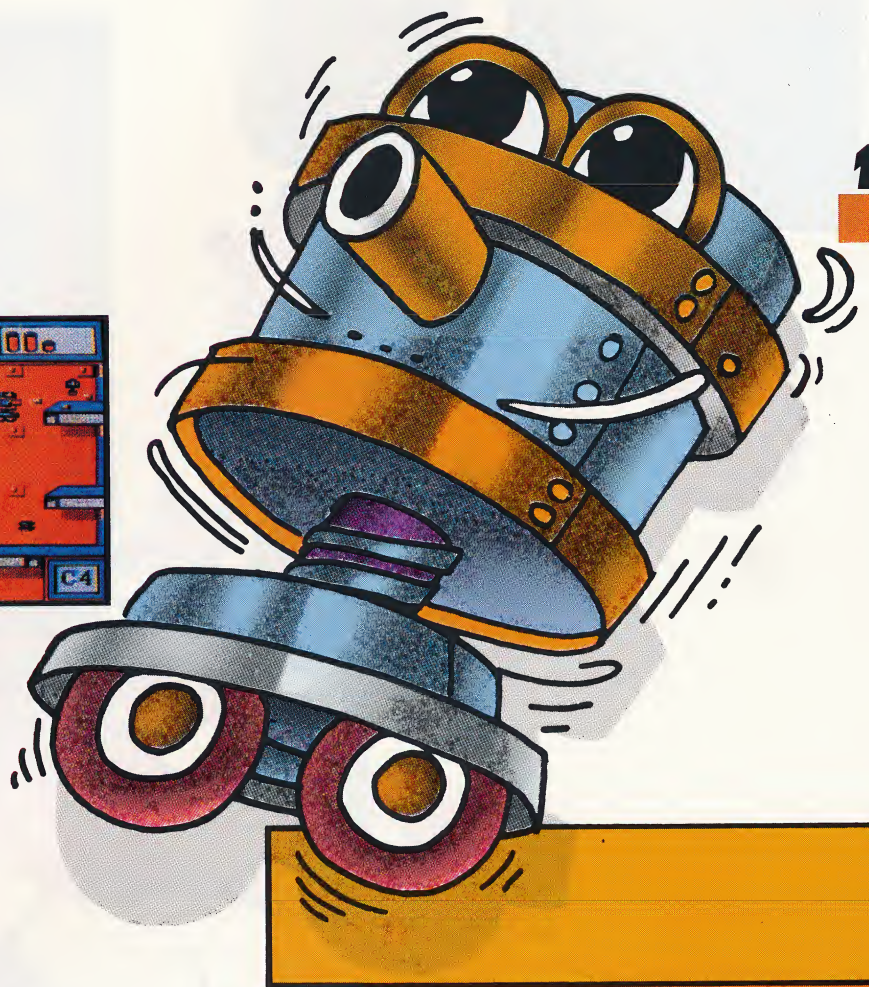
You can actually make ORBIT bounce up or scrunch down as he plunges and climbs from level to level in order to avoid his enemies—and fires mis-

siles of his own! The special effects on this new arcade-like game are amazing—and a new kind of challenge for every gamer in the family!

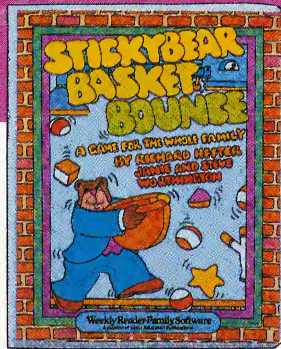
Look what you get:

- 5¼" floppy diskette
- Full-color poster that shows all 72 rooms • User's Guide • Vinyl Binder

Apple 9603
Atari 0283



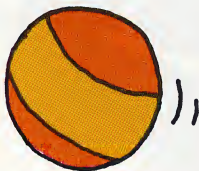
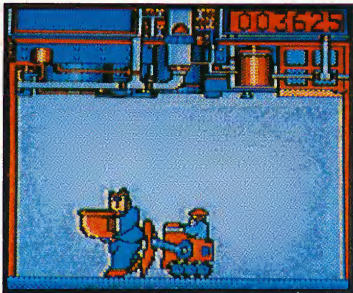
Stickybear Games



Stickybear Basketbounce

"An enjoyable game which allows youngsters and their parents to compete on an almost equal footing."

—Creative Computing



Your goal is to win as many points as you can by catching colorful, bouncing, falling objects—including bricks, donuts, and stars—before running out of baskets. While trying to accumulate points, Stickybear must duck falling objects and dodge moving ground obstacles that try to trip you. Keep score on the computer to see which player's on top.

New obstacles and falling objects in each successive round require more and more skill in order to score. The rounds

increase in difficulty as you progress through each level, making *Stickybear Basketbounce* a game that is fun and challenging for all ages.

Look what you get:

- 5 1/4" floppy diskette
- Stickybear stickers
- Full-color poster • Basket-bounce Balancer • User's Guide • Vinyl Binder

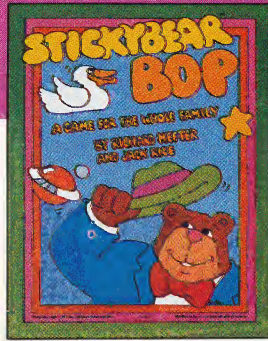
Apple 8554

Atari 0256

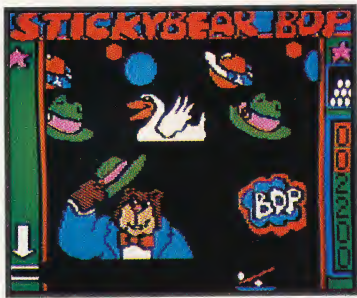
Commodore 64 3000



Fun for kids of all ages!



Stickybear Bop



Rack up points by bopping all kinds of objects—planets, stars, ducks, and more... First, you'll flip balls at an animated shooting gallery of whizzing targets that appear. Bop as many as you can. Bop more, score more!... To pile up points in succeeding rounds, you must bop the assorted objects Mr. and Mrs. Stickybear are juggling... don't get bopped by the sandbags Stickybear drops when he sails across the top of the screen in his balloon... and watch out for a pair of silly birds who will try to steal the little balls you need to play with.

The game continues with more shooting galleries, sandbags,

a bigger flock of silly birds, and more of everything to be bopped.

Look what you get:

- 5 1/4" floppy diskette
- Stickybear stickers • Full-color poster • Pop-up game
- User's Guide • Vinyl Binder

Apple 8500

Atari 0255

Commodore 64 3200

"Fun, the graphics and animation are excellent, and the kids love it."

— Popular Computing





Weekly Reader Family Software

Award-winning and best-selling games and educational programs!

Exciting breakthroughs in color animation!

Software created by a world-famous children's author and illustrator!

Learning programs from the experts at *Weekly Reader*!

Valuable extras—hardcover books, posters, stickers, binders, and games!

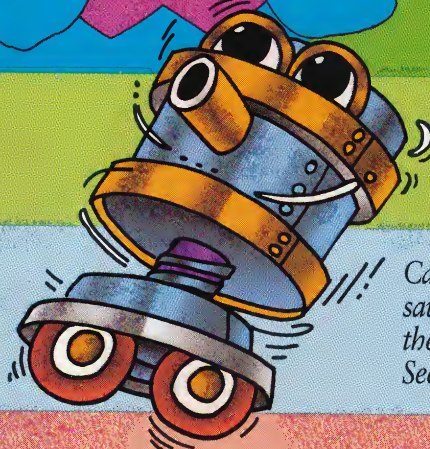
Weekly Reader Family Software

A Division of Xerox Education Publications
1250 Fairwood Avenue
P.O. Box 16754
Columbus, Ohio 43216



Learning is a game with Stickybear!

See pages 3-5, 12-13



*Can you save ORBIT the Robot?
See page 11*